

HORSE EVALUATION AND SELECTION

CAREER DEVELOPMENT EVENT

Purpose

The purpose of this contest is to stimulate high school agriculture students to learn and study equine science, selection, management, and production.

Objectives

Students completing activities in the State Horse Evaluation and Selection Contest should be able to:

- I. Identify and evaluate all types and/or breeds of horses.
- II. Develop skills in the selection and management of horses.
- III. Identify and evaluate conformation traits and performance of horses.
- IV. Provide a set of oral reasons for placing a halter and performance class of horses.
- V. Develop a proficiency to communicate effectively in the terminology of the equine industry.

**HORSE EVALUATION AND SELECTION
CAREER DEVELOPMENT EVENT**

Crosswalk with
Show-Me Standards

Objectives – Students participating in the Career Development Event should be able to:		Show-Me Standards	
		Knowledge Standards (Content Areas)	Performance Standards (Goals)
1.	Identify and evaluate all types and/or breeds of horses.	CA.1, CA.3, CA.4, CA.5, CA.6 SC.3	1.8
2.	Develop skills in the selection and management of horses.		2.1, 2.2
3.	Identify and evaluate conformation traits and performance of horses.		3.1, 3.5
4.	Provide a set of oral reasons for placing a halter and performance class of horses.		4.1, 4.4, 4.8
5.	Develop a proficiency to communicate effectively in the terminology of the equine industry.		

CORRESPONDING SECONDARY AGRICULTURE CURRICULUM

Course and/or Curriculum: Agricultural Science I **Unit(s):** Equine Science

Advanced Livestock
Production and
Management

Unit II – Enterprises, Lesson 6 – Horse Enterprises
Unit III – Selection, Lesson 7 – Selecting Horses
Unit IV – Breeding, Lesson 6 – Breeding Horses
Unit V – Parturition, Lesson 4 – Foaling
Unit VI – Animal Health, Lesson 7 – Health Problems in Horses, Lesson 8 – Herd Health for Horses
Unit VII – Facilities and Equipment, Lesson 5 – Facilities and Equipment for Horses
Unit VIII – Animal Feeding, Lesson 2 – Feeding Livestock and Poultry
Unit IX – Herd/Flock Management, Lesson 9 – Management Practices for Horse Production

Event Format and Scoring

The Horse Evaluation and Selection Contest will consist of the following:

50 Question Written Exam @ 2 points each	= 100 points
3 Halter Classes @ 50 points each	= 150 points
2 Performance Classes @ 50 points each	= 100 points
2 Sets of Oral Reasons @ 50 points each	= 100 points
(1 Halter and 1 Performance)	
	<hr/> 450 points

- A. The written exam will consist of 50 multiple choice or true/false questions over equine science, selection, management, and production. Time allowed will be approximately one hour.
- B. Halter classes may represent the following breeds and types:
 - 1. Quarter Horses
 - 2. Paint
 - 3. Appaloosa
 - 4. Morgan
 - 5. Arabian
 - 6. Foxtrotters
 - 7. Thorough Bred
- C. All halter classes will be judged as sound.
- D. Performance classes may include:
 - 1. Western Pleasure
 - 2. Western Riding
 - 3. Reining
 - 4. English Pleasure (Saddle Seat)
 - 5. Hunter Under Saddle (Hunt Seat)
 - 6. Hunter Hack
- E. Performance classes will be judged as presented (unsoundness to be penalized accordingly).
- F. American Quarter Horse Association reining patterns one or two will be used in the reining class as located in the AQHA Handbook.
- G. There will be two sets of oral reasons. One set on a halter class and one set on one of the following performance classes:
 - 1. Western Pleasure
 - 2. Reining
 - 3. English Pleasure (Saddle Seat)
 - 4. Hunter Under Saddle (Hunt Seat)

- H. Approximately 15 minutes will be allowed for each class. An additional five minutes will be allowed for oral reasons classes.
- I. The Missouri FFA Placing Card (Form 2) will be used for placing the animals.

Event Rules

1. The superintendent and judges will select the classes of horses to be judged and make the official placing.
2. Each horse will be clearly numbered for identification.
3. Contestants will not be allowed to communicate with one another. Infractions of this rule will be cause for elimination.
4. Contestants will not be allowed to handle the livestock.
5. Team ties will be broken by using the high individual score.

References

AQHA Handbook of Official Rules and Regulations, American Quarter Horse Association, P.O. Box 200, Amarillo, TX 79168; Phone: 806-376-4811; http://www.aqha.com

Equine Science Unit (1995; available from the: IML, 1400 Rock Quarry Rd. Q156, University of Missouri, Columbia, MO 65202; Phone: 1-800-669-2465

Heird. Competitive Horse Judging (1st edition). 1990; The American Quarter Horse Association, P.O. Box 200, Amarillo, TX 79168; Phone: 806-376-4811

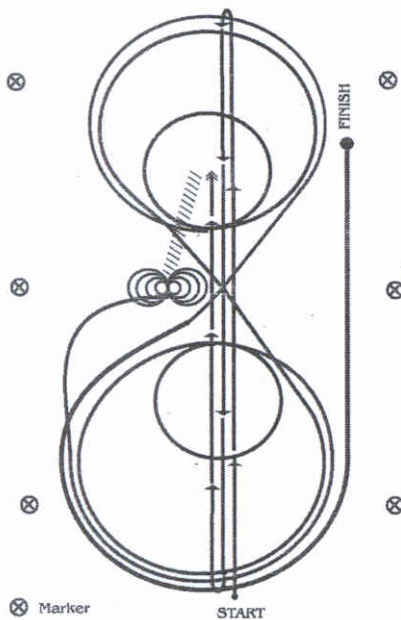
Official judging guide and audiovisuals from each of the various breed associations

Evans, Borton, Hintz, & Van Vleck. The Horse (2nd edition). W.H. Freeman & Company. Publisher's address: 41 Madison Avenue, New York, NY 10010. ISBN 0-7167-118-1

Gillespie. Modern Livestock and Poultry Production. Delmar Publishers, Inc., 1989

The Horse Industry Handbook, American Youth Horse Council: 4093 Iron Works Pike, Lexington, KY 40511-8434

AQHA REINING PATTERN Number 1



Mandatory Marker Along Fence or Wall

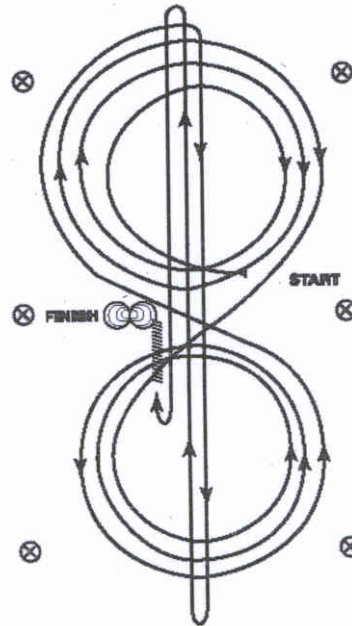
The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:

1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and on-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

AQHA REINING PATTERN Number 2



Mandatory Marker Along Fence or Wall

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:

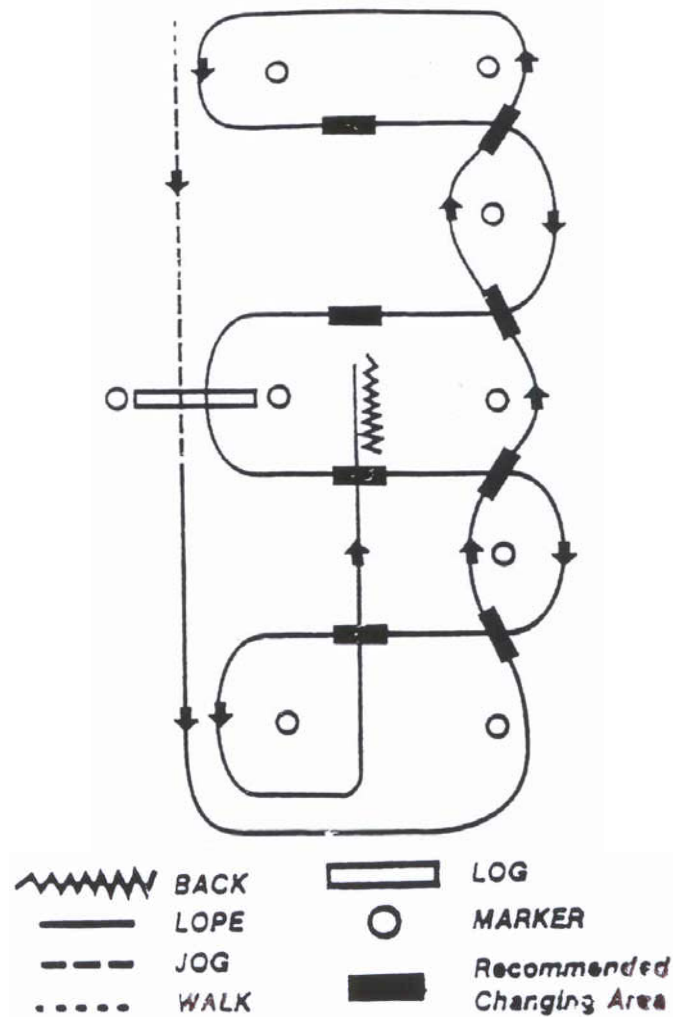
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

WESTERN RIDING PATTERN Number1



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.